

What Is Claimed Is:

1. A method, comprising:
offsetting a location of data in at least one of a plurality of memory blocks to avoid aliasing conflicts.
2. The method of claim 1, further comprising:
determining a uniform size for the memory blocks, the size being large enough to accommodate the data and the offset.
3. The method of claim 1, wherein the memory blocks are buffers.
4. The method of claim 3, wherein the buffer is a ring buffer.
5. The method of claim 3, wherein the buffer is a linear buffer.
6. The method of claim 1, further comprising dividing a memory into the plurality of memory blocks such that the memory blocks are of equal size.
7. The method of claim 1, further comprising:
determining possible aliased locations in the plurality of memory blocks;
changing a size of the memory blocks to a new size to accommodate the data and an offset;
determining a number of possible aliasing locations based on the new size; and
determining the offset based on the new number of possible aliasing locations.
8. The method of claim 7, further comprising adding the offset to a pointer for respective memory blocks.
9. A method, comprising:

- a) determining possible aliased locations in a memory comprising of a number of buffers;
 - b) increasing a count when a buffer that is a possible aliased location is found; and
 - c) storing data in the buffers at a location that is offset based on the count and a number of bytes selected for offset.
10. The method of claim 9, wherein the offset is a product of the count and the number of bytes.
11. The method of claim 9, further comprising repeating a)-c).
12. The method of claim 9, further comprising dividing the memory into a number of buffers of equal size.
13. A method, comprising:
 computing a number of aliased address locations in a memory including a number of memory blocks;
 allocating extra memory to the memory blocks based on the number of aliased address locations to obtain a new size for the memory blocks;
 computing a second number of aliased address locations based on the new size for the memory blocks; and
 computing an offset for data within the memory blocks based on the second number of aliased address locations.
14. The method of claim 13, further comprising adding the offset to a pointer for data within the memory blocks.
15. The method of claim 13, further comprising computing the number of aliased address locations based on at least one of a number of memory blocks, an intended size for the memory blocks, and an aliasing range.
16. The method of claim 13, further comprising allocating extra memory to the memory blocks

based on at least one of the number of aliased address locations, a line size, and a line offset.

17. A machine accessible medium that provides instructions, which when executed by a computing platform, cause said computing platform to perform operations comprising a method of:

- determining a physical address based on a linear address;
- determining a possible aliased address for the physical address;
- modifying the aliased address; and
- accessing memory based on the modified aliased address.

18. The machine accessible medium of claim 17, further comprising instructions, which when executed by a computing platform, cause said computing platform to perform further operations of computing a number of aliased addresses based on at least one of a number of memory blocks, an intended size for the memory blocks in the memory, and an aliasing range.

19. The machine accessible medium of claim 18, further comprising instructions, which when executed by a computing platform, cause said computing platform to perform further operations of:

- allocating additional memory to the memory blocks to obtain a new size for the memory blocks;

- computing a second number of aliased address locations based on the new size for the memory blocks; and

- computing an offset for the memory blocks based on the second number of aliased address locations.

20. The machine accessible medium of claim 19, further comprising instructions, which when executed by a computing platform, cause said computing platform to perform further operations of adding the offset to pointer for the memory blocks.

21. A machine accessible medium that provides instructions, which when executed by a computing platform, cause said computing platform to perform operations comprising a method of: storing data at memory locations within a plurality of uniformly sized memory blocks based on an

offset.

22. The machine accessible medium of claim 21, further comprising instructions, which when executed by a computing platform, cause said computing platform to perform further operations of: receiving an original address;
determining possible aliases for the original address;
determining the offset for the possible aliases; and
modifying a pointer to the memory locations of the aliases based on the respective offset.

23. The machine accessible medium of claim 21, further comprising instructions, which when executed by a computing platform, cause said computing platform to perform further operations of:
increasing a count when a memory location that is a possible alias is found; and
storing data within the memory blocks at a location that is offset based on the count and a number of bytes selected for offset.

24. The machine accessible medium of claim 23, further comprising instructions, which when executed by a computing platform, cause said computing platform to perform further operations of computing the offset as a product of the count and the number of bytes.

25. A system comprising:
a processor;
a memory divided into memory blocks;
a pointer to point to locations in the memory blocks, the pointer for memory blocks having aliased addresses being offset from on another.

26. The system of claim 25, wherein the memory blocks have a uniform size.

27. The system of claim 25, further comprising a dynamic translation look-aside buffer to determine addresses.

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